## Amendments to the Claims

- 1. (CURRENTLY AMENDED) A method of characterizing an acoustic environment-(100), comprising: providing first audio signals to a plurality of loudspeakers (110) within the acoustic environment-(100), detecting second audio signals from a plurality of detectors (150) that are located at known locations relative to a user location, determining a set of compensation factors (170) based on differences between the first audio signals and the second audio signals, and storing the set of compensation factors (170).
- 2. (CURRENTLY AMENDED) The method of claim 1, wherein the plurality of detectors (150) are attached to a fixture that is located at the user location.
- 3. (CURRENTLY AMENDED) The method of claim 2, wherein the known locations of the plurality of detectors (150) correspond to locations of speakers (250) on a headphone device.
- 4. (CURRENTLY AMENDED) The method of claim 3, further including providing the set of compensation factors (170) to a purchaser of the headphone device.
- 5. (ORIGINAL) The method of claim 2, wherein the fixture is a head-mounted fixture that is worn by a user at the user location.
- 6. (CURRENTLY AMENDED) The method of claim 5, further including providing the set of compensation factors (170) to the user, via a commercial transaction.
- 7. (CURRENTLY AMENDED) The method of claim 1, wherein the set of compensation factors (170) include at least one of: a set of amplitude factors, a set of phase factors, and a set of reverberation factors.

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8. (CURRENTLY AMENDED) The method of claim 1, wherein the set of compensation factors (170) include independent sound effects.

- 9. (CURRENTLY AMENDED) A characterization system (200), comprising: a rendering device (120)-that is configured to provide first audio signals to a plurality of loudspeakers (110), a detector device that is configured to receive second audio signals from a plurality of detectors (150), and a comparator (160)-that is configured to provide compensation factors (170)-based on differences between the first audio signals and the second audio signals; wherein the plurality of detectors (150)-are located on the detector device at locations corresponding to speakers (250)-on a headphone device, and the compensation factors (170)-facilitate a recreation of the second audio signals from the first audio signals via the speakers (250)-on the headphone device.
- 10. (CURRENTLY AMENDED) The characterization system (200) of claim 9, wherein the detector device includes a head-mounted fixture.
- 11. (CURRENTLY AMENDED) The characterization system (200) of claim 9, further including a storage device that is configured to store the compensation factors (170).
- 12. (CURRENTLY AMENDED) The characterization system (200) of claim 11, wherein the storage device is configured to store the compensation factors (170) as one of a plurality of sets of compensation factors (170) associated with a user.
- 13. (CURRENTLY AMENDED) The characterization system (200) of claim 9, wherein the compensation factors (170) include at least one of: a set of amplitude factors, a set of phase factors, and a set of reverberation factors.
- 14. (CURRENTLY AMENDED) The characterization system (200) of claim 9, wherein the rendering device (120) is configured to provide the first audio signals to effect a three-directional audio ambiance.

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- 15. (CURRENTLY AMENDED) The characterization system (200) of claim 9, wherein the rendering device is configured to provide the first audio signals to the plurality of loudspeakers (110) via a processor (120) that converts the first audio signals into signals that effect a three-dimensional audio ambiance.
- 16. (CURRENTLY AMENDED) A rendering system (300), comprising: a source (120) of a plurality of first audio signals, and a headphone driver (260) that is configured to apply a set of compensation factors (170) to the plurality of first audio signals and to provide therefrom a plurality of second audio signals for driving speakers (250) in a headphone; wherein the compensation factors (170) are derived from a comparison of signals from a plurality of loudspeakers (110) and signals received at a plurality of detectors (150) arranged in a configuration corresponding to the speakers (250) in the headphone.
- 17. (CURRENTLY AMENDED) The rendering system (300) of claim 16, wherein the source of the plurality of first audio signals includes a processor (120) that is configured to effect a three-dimensional acoustic ambiance via the first audio signals.
- 18. (CURRENTLY AMENDED) The rendering system (300)-of claim 16, wherein the compensation factors (170)-include at least one of: a set of amplitude factors, a set of phase factors, and a set of reverberation factors.
- 19. (CURRENTLY AMENDED) The rendering system (300)-of claim 16, wherein the compensation factors (170)-include independent sound effects.
- 20. (CURRENTLY AMENDED) The rendering system (300) of claim 19, wherein the independent sound effects are subtractive, so as to provide a sound-cancellation effect.